

Application No. 10/687,191

PATENT  
Docket No. 58085-010201

## AMENDMENTS TO THE CLAIMS

**Claim 1 (currently amended):** A method of managing the loading of patrons onto multiple attractions in an entertainment environment wherein different patrons are permitted access to an attraction on at least two bases, firstly, a first-in first-out basis, and secondly, on a priority basis established by a prior allocation of a space to the attraction comprising:

- a. permitting a patron to enter a request ~~on a cellular telephone~~ for an allocation of a space on the attraction including the steps of:
  - i. receiving an input from a patron at a remote location, the input selectively being a keying input, being communicated to a central computer for regulating the load of the first attraction;
  - ii. permitting the patron to remotely receive a response about available return times for the attraction; and
  - iii. permitting the patron to effect a selection of one of the available return times; and
- b. ~~an input, selectively a keying, operation through the cellular telephone to provide~~ providing to the patron access to the attraction in accordance with the selection made by the patron.

**Claim 2 (currently amended):** A method as claimed in claim 1 wherein the input from remote location is received from a ~~wireless device~~ telephone keypad, ~~selectively a cellular phone keypad~~.

**Claim 3 (currently amended):** A method as claimed in claim 1 ~~or 2~~ wherein the ~~input request~~ is effected for an allocation of a space on multiple attractions in the entertainment environment, ~~and wherein a keypad of the cellular telephone is used for access to the multiple attractions.~~

**Claim 4 (currently amended):** A method of managing the loading of patrons onto multiple attractions in an entertainment environment, different patrons being permitted access to an attraction on at least two bases, firstly, a ~~first-in and first-out~~ first-in first-out basis, and secondly, on a priority basis established by a prior allocation of a space to the attraction comprising:

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- a. permitting a patron to enter a request ~~on a cellular telephone~~ for an allocation of a space on the attraction including the steps of:
  - i. receiving an input from a remote location, the input, ~~selectively being a keypad input~~, being communicated to a central computer for regulating the load of the first attraction;
  - ii. permitting the patron to remotely receive a response including a return time about available return times for the attraction; and
  - iii. ~~permitting the patron to effect a choice of a selected available return time~~; and
- b. ~~a signal from the cellular telephone to provide~~ providing the patron access to the attraction in accordance with the selection made return time provided to the patron.

**Claim 5 (currently amended):** A method as claimed in claim 4 wherein the input from remote location is received from a wireless device, ~~telephone keypad, selectively a cellular phone keypad~~.

**Claim 6 (currently amended):** A method as claimed in claim 4 or claim 5 wherein the input request is effected for an allocation of a space on multiple attractions in the entertainment environment, and wherein a keypad of the cellular telephone is used for access to the multiple attractions.

**Claim 7 (original):** A method as claimed in claim 1 wherein the priority is redeemed through a selected essentially automatic procedure, such procedure being the reading of one of a RF identification, reading of a magnetic code or barcode allocated to the patron.

**Claim 8 (original):** A method as claimed in claim 1 wherein the priority is redeemed at a time of entry into the environment or the attraction in the environment.

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**Claim 9 (original):** A method as claimed in claim 1 including a computing process to determine the mix ratio of numbers of accesses granted to the priority access and non-priority access, and feeding back redemptions of the priority accesses such that near real time updates of availability for further granting of accesses may be computed.

**Claim 10 (previously presented):** A method as claimed in claim 1 further comprising the steps of permitting at least one exchange or return of the return time to the patron having the return time, and computing the number of patrons allowed to enter the attraction based on the at least one exchange or return of the return time.

**Claim 11 (original):** A method as claimed in claim 1 wherein a nonuse of a priority assignment is factored into a computation of loading.

**Claim 12 (original):** A method as claimed in claim 4 wherein the priority is redeemed through a selected essentially automatic procedure, such procedure being the reading of one of a RF identification, reading of a magnetic code or barcode allocated to the patron.

**Claim 13 (original):** A method as claimed in claim 4 wherein the priority is redeemed at a time of entry into the environment or the attraction in the environment.

**Claim 14 (original):** A method as claimed in claim 4 including a computing process to determine the mix ratio of numbers of accesses granted to the priority access and non-priority access, and feeding back redemptions of the priority accesses such that near real time updates of availability for further granting of accesses may be computed.

**Claim 15 (previously presented):** A method as claimed in claim 4 further comprising the steps of permitting at least one exchange or return of the return time to the patron having the return time, and computing the number of patrons allowed to enter the attraction based on the at least one exchange or return of the return time.

**Claim 16 (original):** A method as claimed in claim 4 wherein a nonuse of a priority assignment is factored into a computation of loading.

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Docket No. 58085-010201**Claim 17-18 (canceled)**

**Claim 19 (new):** A method of managing access to an attraction in an entertainment environment, comprising:

establishing a first queue by which one or more patrons may access the attraction in a first-in first-out order;

establishing a second queue by which one or more patrons may access said attraction in a manner which avoids the first queue;

receiving from a patron a priority request for an allocation of a time of entry into the attraction via the second queue, the priority request being received at a computer that determines a number of patrons allowed to enter the attraction;

transmitting to the patron a response that includes available return times to the attraction, the available return times being derived from an available time to enter the attraction via the second queue determined by the computer;

receiving a selection of a return time from the available return times, the selection being made by the patron in response to the transmitted available return times to the attraction; and

permitting the patron to access to the attraction via the second queue at a time indicated by the return time.

**Claim 20 (new):** The method of claim 19, wherein the patron enters the priority request on a wireless device.

**Claim 21 (new):** The method of claim 19, wherein the patron enters the priority request on a cellular telephone.

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**Claim 22 (new):** The method of claim 19, wherein the patron is provided access to the attraction based on a keying operation performed on a wireless device.

**Claim 23 (new):** The method of claim 19, wherein the patron is provided access to the attraction based on a keying operation performed on a cellular telephone.

**Claim 24 (new):** The method of claim 1, wherein the patron enters the request on a cellular telephone.

**Claim 25 (new):** The method of claim 1, wherein the patron is provided access to the attraction based on a keying operation performed on a cellular telephone.

**Claim 26 (new):** The method of claim 4, wherein the patron enters the request on a cellular telephone.

**Claim 27 (new):** The method of claim 4, wherein the patron is provided access to the attraction based on a keying operation performed on a cellular telephone.